Deploying CS-Studio at DLS

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Topics

- Why CS-Studio?
- Work done
- Decisions
- Work to do

Why CS-Studio?

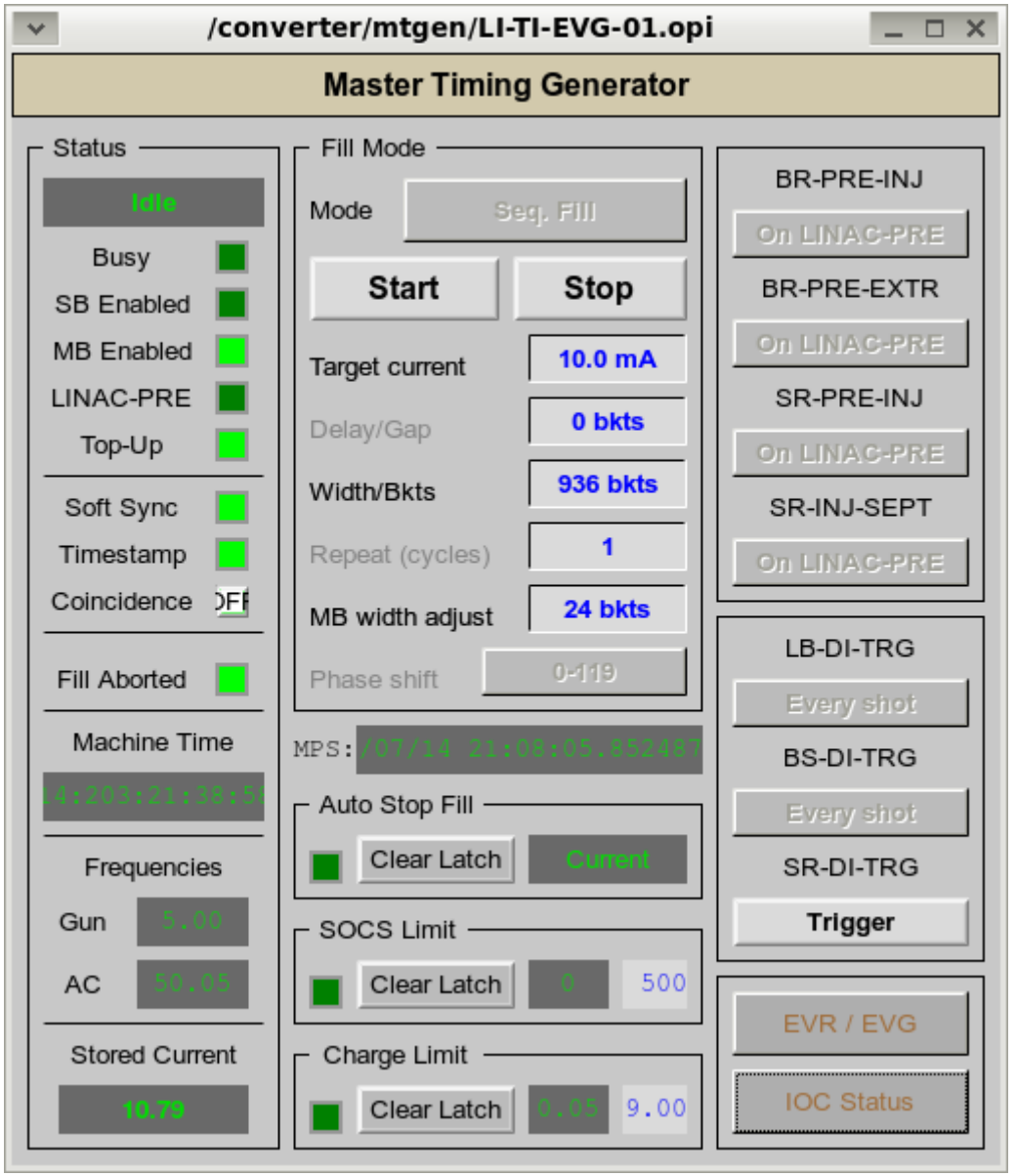
- DLS has many EDM screens
- EDM is approaching end of life
- **DLS has two other Eclipse RCP projects**

Why CS-Studio?

- Adopting CS-Studio would allow:
  - integration of different products
  - sharing of expertise
  - sharing of infrastructure
- BUT converting from EDM to CS-Studio is not trivial...
- We need to transfer with minimal disruption

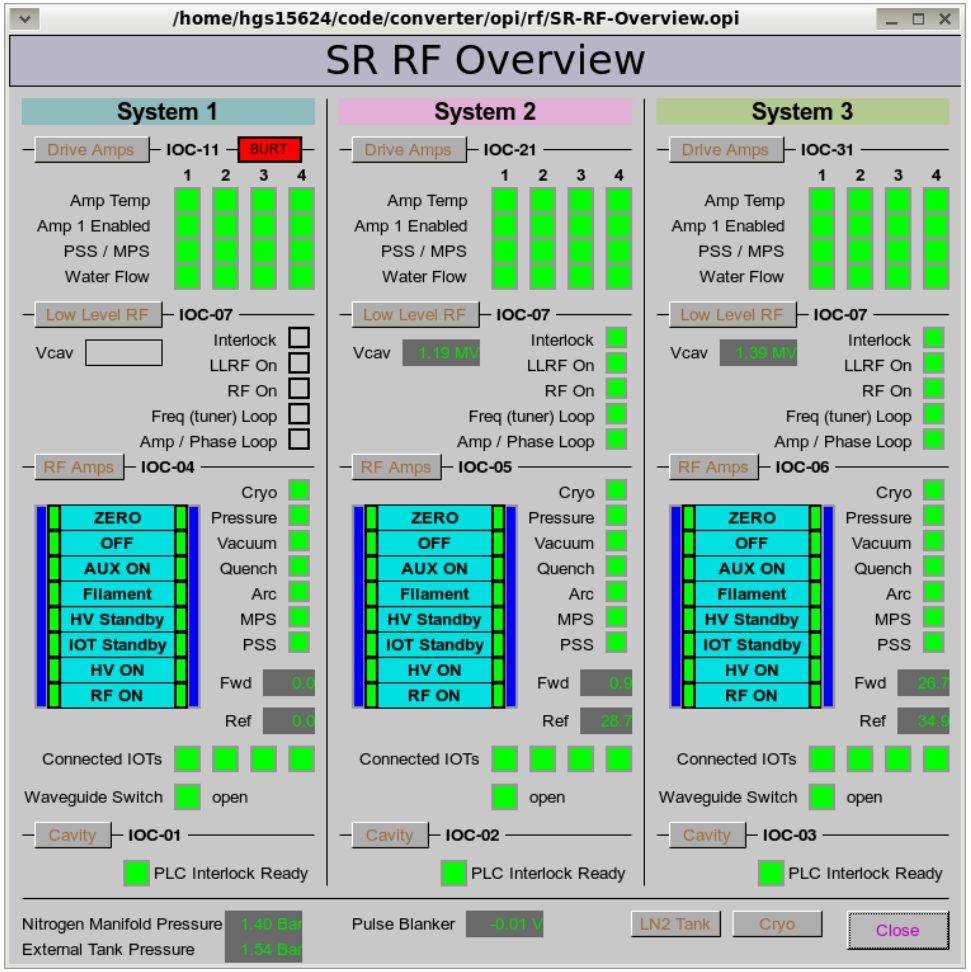
Work done

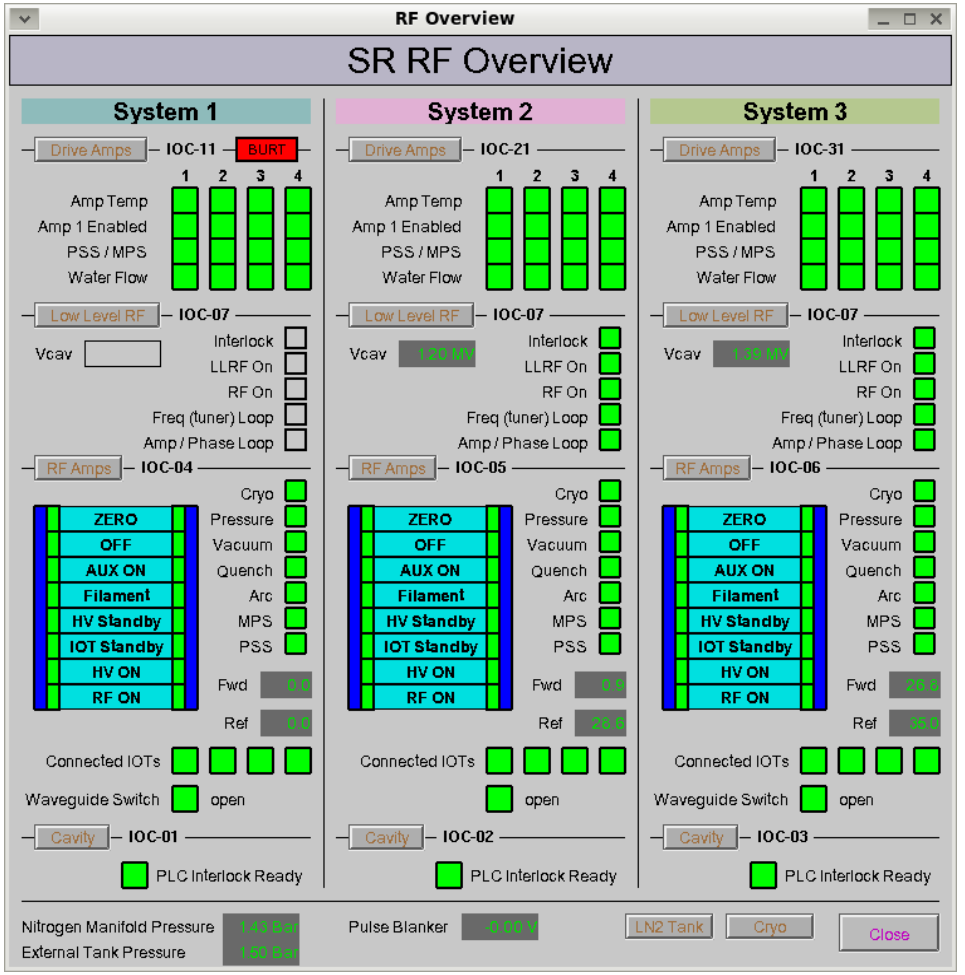
- EDM-style windows in CS-Studio
- ...coming soon?



Work done

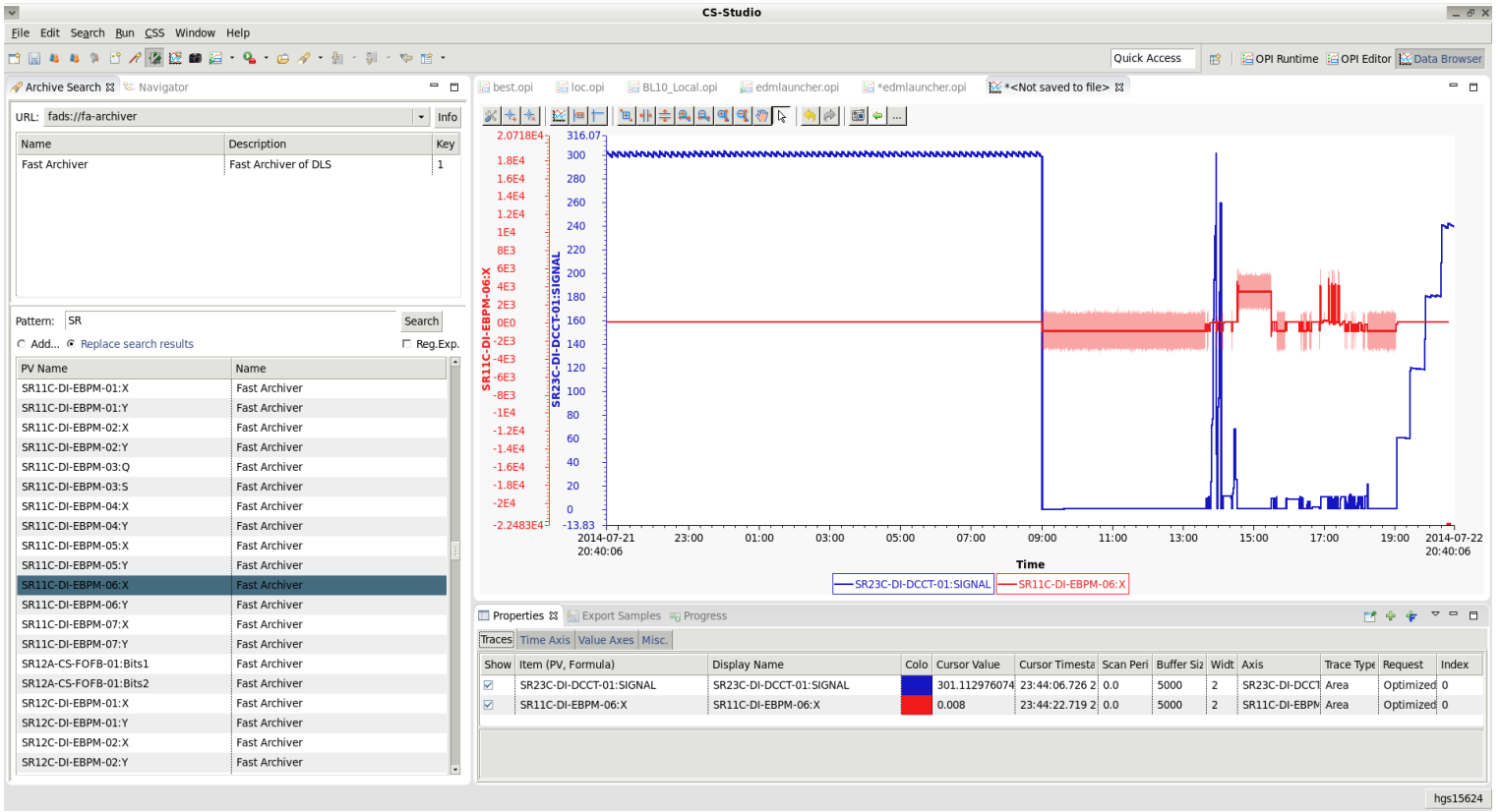
- EDM conversion accuracy





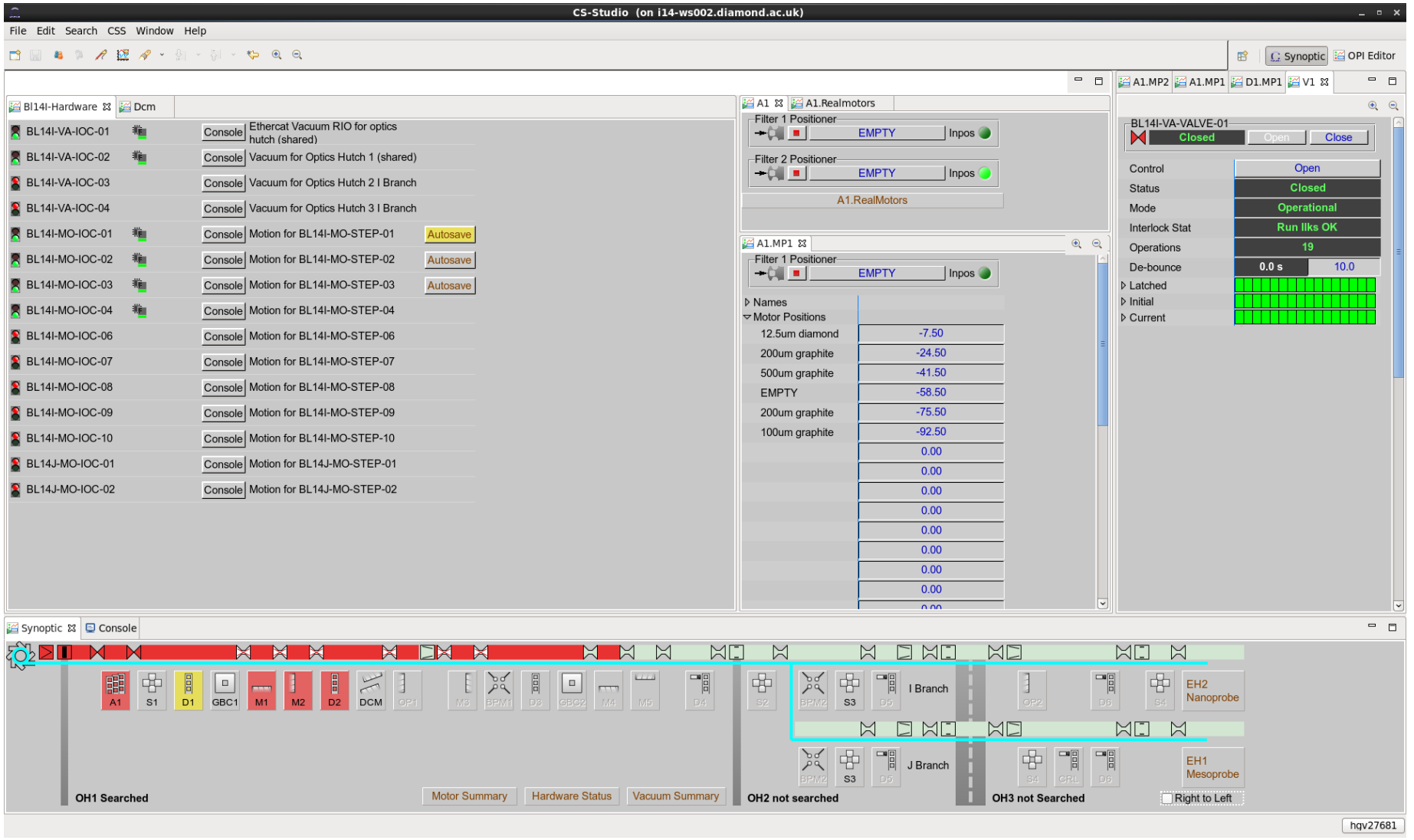
Work done

- Integration of EPICS archiver and custom fast archiver



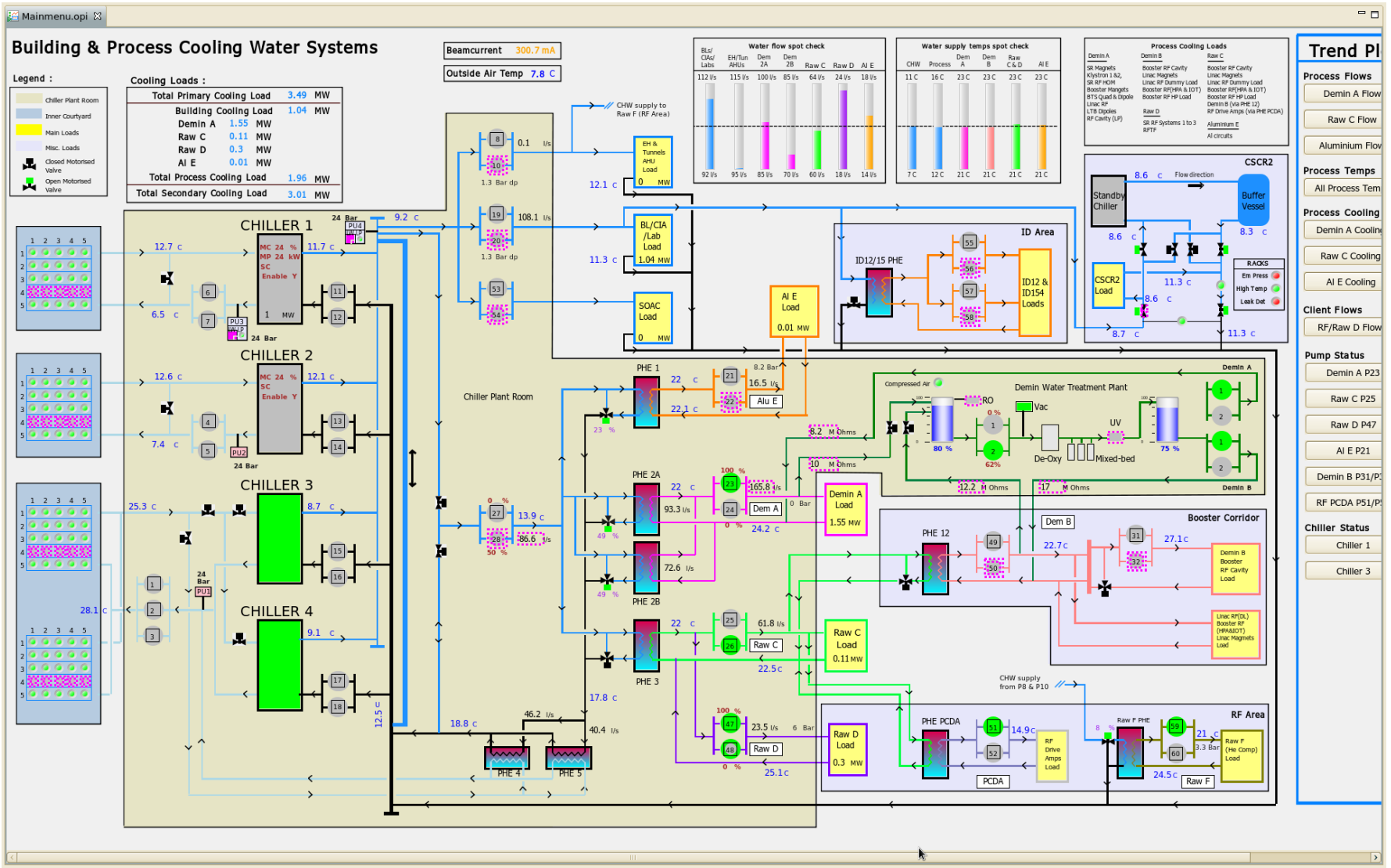
Work done

- New-style beamline controls screens



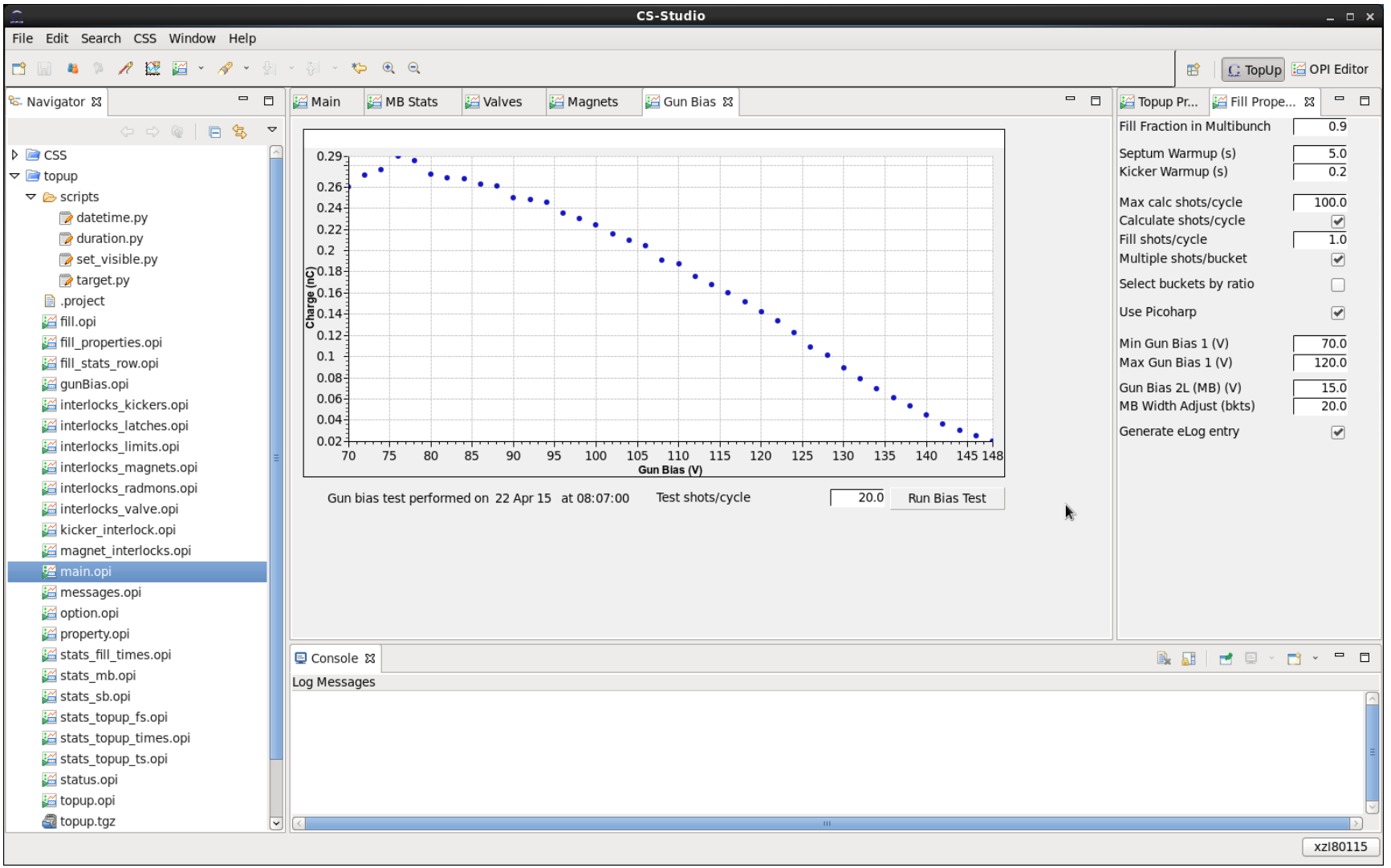
Work done

- IFM (non-EPICS engineers) love CSS



Work done

- Converting Python-Qt screens to CSS

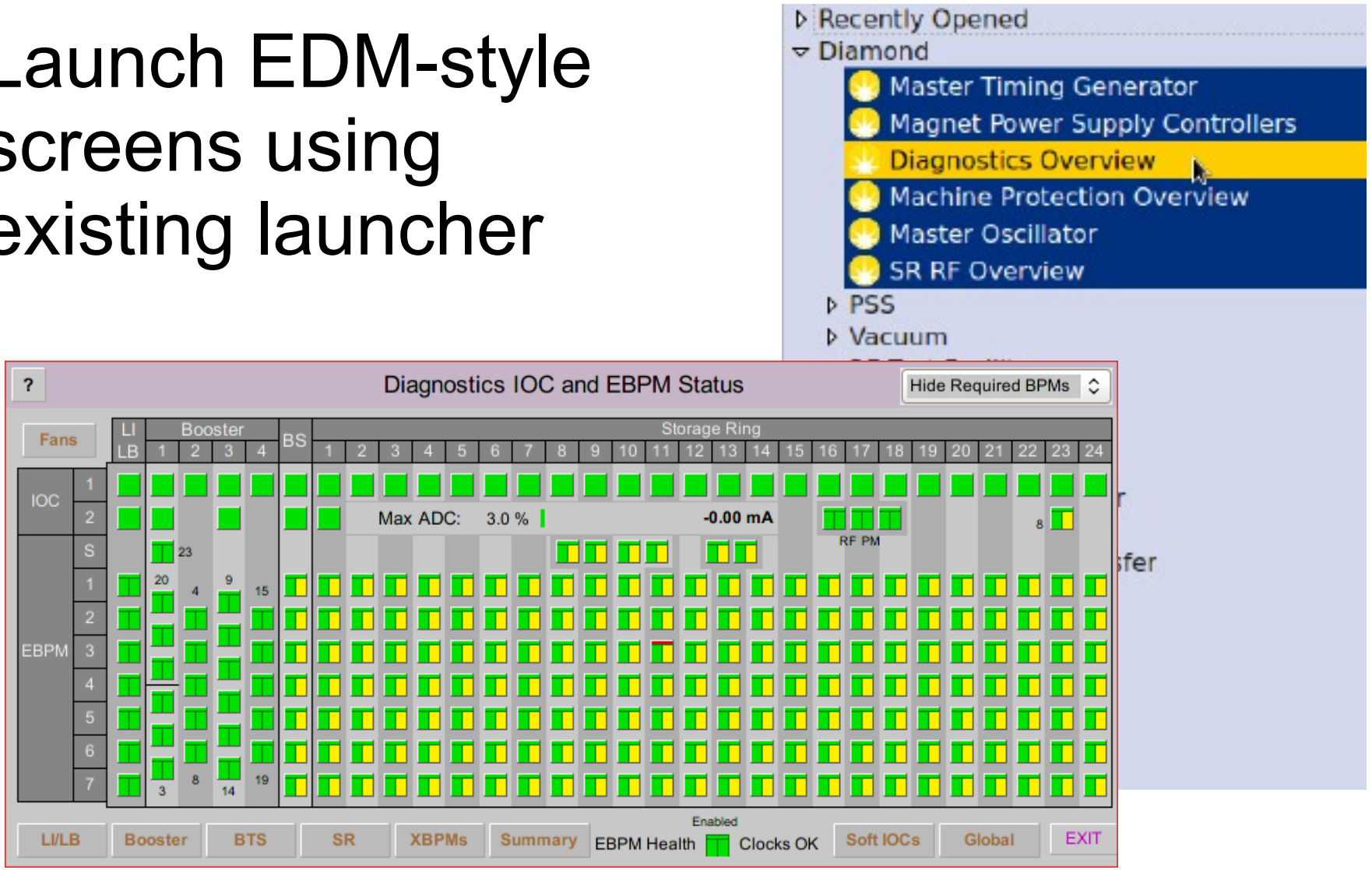


Decisions

- We need to integrate with the existing DLS release process
- We need a manageable transition (?!?)
- How to:
  - lay out OPI files?
  - handle relative links?
  - launch OPI screens?
  - execute the final conversion?

Decisions

- Launch EDM-style screens using existing launcher



Decisions

- Allow BOY and EDM to co-exist
- Convert .opi files alongside .edl files in existing filesystem structure
- Allow developers to choose when to switch from EDM to BOY
- Commit to VCS and edit BOY screens in future

Work to do

- Repeatable local CS-Studio build
- Publish roll-out plan
- Chase down remaining niggles
- Release versions 4.1 and 4.2 at DLS
- User and developer training

Thanks!

- Skepticism and questions very welcome...

@wrgrs